



# John Treanor

## Concept Designer 3D Artist

### About

John Treanor is an Illustrator and 3D Artist with a passion for play and storytelling. He designs his work through zBrush, Photoshop, a variety of other software mediums. John professionally 3D sculpts for toy designs, animation, augmented and virtual reality.

### Contact

239-287-7968

jtnaples@gmail.com

www.johntreanor.com

2745 N Tamiami Trail  
Sarasota, Florida  
34234



## Experience

### Freelance 3D Modeler / Designer

2015-2020

*Hasbro, Pawtucket, RI*

Redesigned characters and assets in photoshop and zBrush to be used in animation for Imaginitso pitch to upper management. Created reimagined designs of characters for My Pet Monster brand. 3D modeling for the Sculpting Team to print for Disney Princess, Star Wars, Marvel, Baby Alive, Fur Real Friends, Littlest Pet Shop, Hanazuki, My Pet Monster and future unnamed licenses.

### Freelance Product Designer

2019-2020

*PennyBandz LLC, Coppell, TX*

Designed and modeled PennyPalz line of 20animal characters to be printed as silicone key chains, necklaces, and magnets.

### Head Merchandise Designer

2018-2019

*Adventures of Zombie Dog, Salt Lake City, UT*

Designed all merchandise for brand including but not limited to, backpacks, sleepwear apparel, sculpted action figures, keychains, pop style figures, and plush stuffed characters.

### Freelance Lead Designer

2018-2019

*EcoArk Entertainment, Lebanon, OH*

Created the look and design and models for over a dozen characters to be used in animation. Created illustrated posters of elements for use of promotional material.

### Freelance Designer / 3D Modeler

2016

*Hasbro-Cakemix Studio, Pawtucket, RI*

Collaborated with Cakemix and TMALL to design, for animation in Maya for Transformer's redesign of the TMALL mascot. Created storyboards for the use of commercial collaboration with TMALL for 11.11 event.



## Education

### Ringling College of Art and Design BFA in Illustration, Sarasota, FL

2011-2016

Focused on designing play patterns and story for children within an Augmented Reality Game Thesis SpectralPlay.



## Skills

Photoshop



Pixologic zBrush



Graphic Design



Adobe Creativte Suite



Autodesk Maya



Figure Drawing

